

2015 Volleyball Rules

TO COACHES: To make sure everyone is on the same page, please read the following carefully. Some are in-house rules while others have been explained to help you better understand. Because of the number of participants registered for this first season the only age group is 9 – 12.

1. **We will be rally scoring.** A match consists of two games to 25 points. A coin toss will determine which team gets to choose first serve or choice of court. A team must win by two points and there will be no cap in the first two games. If the same team wins both games, a third game will not be necessary.
2. If a third game is needed, first team to 15 points wins. There is no two point margin in the third game. Remember, a coin toss will determine who serves first in the third game.
3. Regarding the rotation rule for the receiving team at the start of the game: in S. C. High School League rules, once the receiving team has earned the right to serve (a side out), the players should rotate once before serving. This means, if your team is not serving first to start the game, your line-up card should list the players where you want them to be after one rotation. (Any questions, please see one of the officials before the game).
4. Regarding the defense of a serve: in S. C. High School League rules, a block or a spike of a served ball is **illegal**.
5. The receiving team does not automatically have to bump the first pass of a serve. It is not illegal to “set” the first pass of a serve, but tougher to accomplish for the younger age divisions.
6. In-house substitution rule mandatory. In an effort for all players to receive equal playing time, our own form of “continuous substitution” will be used. At the first rotation, the player in position 2 will rotate out of the game and a new player will come into the server’s position (position 1); every time rotation occurs, a new player will rotate into the server’s position.
7. The following are in-house rules: All players must play an equivalent of one full game (one of the first two games). One example would be if a player plays to thirteen points in one game and twelve in the second game. In the 10-12 yr. olds: Another example would be if a player participates in both games as a specialized front or back row player. The goal is for each player to have an adequate chance to play the game, regardless of skill level. Coaches, we want every player to learn how to serve!
8. Please adhere to the following pre-game warm-up drill: 5 minutes together on your selected court, followed by 3 minutes of serving. This will help keep the games on schedule.
9. In-house rule: Automatic rotation occurs if 3 consecutive points are made by a single server.
10. **In serving, if the ball touches the net and is successful in going over the net, the serve is legal and the receiving team has to play the ball. This is called a “Let Serve”.**
11. **MANDATORY:** Each team must provide a trained line judge for each game. No children please, only adults/young adults.

12. Teams are in charge of the scoring flip chart. The ideal situation would be to have an adult representative from each team to flip your team's score.
13. Two time-outs per game, even third game.
14. Server, in all divisions, has eight seconds to serve the ball.
15. All walls are out-of-bounds, even if the ball hits the wall during your team's three hits. The goals overhanging the service areas and any overhead objects (ceiling, lights, goal, etc.) are playable only during your team's three hits. For other gyms, please make sure out-of-bounds and any replayable areas are discussed at the pre-game captain's meeting.
16. A re-serve shall be called when the server releases the ball for service, then catches the ball or the ball drops to the floor. The referee shall signal replay and allow the server a new eight count for a second and final re-serve attempt.
17. Remember: Absolutely no questioning officials' calls. Coach's contracts need to be submitted ASAP if you have not already done so (includes **anyone** sitting on the bench).
18. Parents need to sit in the appropriate areas...not on the team bench.
19. No refreshments inside gym...distribute outside in lobby. Please be a watchdog.
20. Cheering is encouraged, unsportsmanlike behavior is not. The referee will assess a warning and then a penalty point or sideout for screaming (anything disconcerting) at server. Chanting "Break It" is not considered a positive cheer. Try to be creative without being offensive to the other team.

Have a great season!